

Kingdoms & Chaos

Thomas A. Compter's

Fast Play Rules for Medieval/Fantasy Combat



Version 1.4

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Acknowledgements and Background

I've enjoyed playing medieval miniatures battles since I was introduced to the genre in 1981 by my good friend Jeff Smith, who gave me my first "unit" of armored halberdiers. Back then, we played with the Chainmail Rules, from TSR, from which grew the popular Dungeons & Dragons game.

Following the success of D&D, TSR released the Swords & Spells rules, which were specifically intended to be used in a D&D campaign. Eventually, TSR released the AD&D 1st Edition Battlesystem rules, which I immediately bought and played for many years.

As is often the case, the rules were very table-intensive, and manually applying all the necessary modifiers was tedious in the extreme, so I created a rather elaborate spreadsheet that could be used to help with the paperwork. It allowed the GM to simply pick from a list of units, attacking and defending, used checkboxes and sliders to indicate modifiers, and it came up with a final die roll necessary for a successful attack. (Here's a screenshot)

The screenshot shows a spreadsheet titled "AD&D BattleSystem Combat Calculator". It is divided into three main sections: Attacker, Defender, and Modifiers. The Attacker section includes fields for "Attacker" (Rahn> Rahnish Heavy Cav), "Armor Class" (4), "Weapon" (0), "Damage" (d8/d12), "Base Attack Rating" (20), "# Creatures/Figure" (10), "Current Strength" (9), and "% Strength" (100%). The Defender section includes fields for "Defender" (Mono-Left Hand of Maglubiyet), "Armor Class" (4), "Base Morale Rating" (14), "Base Discipline Rating" (15), "# Creatures/Figure" (10), "Current Strength" (12), and "% Strength" (057%). The Modifiers section is divided into three columns: "Melee Modifiers" (with checkboxes for "Any Attackers Out of Cmd", "Commander Fighting With Unit", "Charging in Closed Formation", "Defender On Higher Ground", "Flank Attack", and "Rear Attack"), "Missile Modifiers" (with checkboxes for "Target is in woods or behind hedge", "Target is in building, behind wall, or in ShieldWall formation", "Missile-using troops are mounted", "Missile-using troops are using indirect fire", "Medium Range", and "Long Range"), and "Morale Factors" (with checkboxes for "Defender Out of Command", "Figure Removed by Magic", "Commander Killed", "Open/Mob Failed Charge", "Mob Near Friendly Inf", and "Next to Impossible/Drain"). A "Modified Attack Rating" field shows the value 16, and a "Modified Morale Rating" field is empty. A "Melee Attack" button is located at the bottom center. A "Close This Form" button is at the bottom left.

One big downside of this was that it took a lot of preparation time to enter all the unit data before the game began, making pickup games almost impossible.

I've used this to run a few games at conventions in the northeast, but realized after a bit that even with the computerization, combat resolution was simply too cumbersome, so I wanted to simplify the rules enough to make it work without computer aid, and without the need to consult endless charts. After all, the fun and skill is in the maneuver, not in the die rolling.

So, borrowing a lot from the 1st Edition AD&D Battlesystem

rules, and some from Chainmail and Swords and Spells, and mixing in some of my own ideas (as well as some of Jeff's), I've created this set of Fast Play miniatures rules, which I hope will be fun and easy to play.

These rules are intended to be used for either standard or fantasy medieval miniatures play. *Text in this font/typeface/color applies only to fantasy play, and can be ignored for "historical" medieval miniatures play.*

Sequence of Play

Initiative Phase

Each side rolls a d20 to determine initiative. Re-roll ties. The side with the **lowest** die roll wins the initiative, and is called Side A. The other side is called Side B.

Optional Rule for multiplayer games: Each PLAYER rolls for initiative, and players execute the phases in the order (lowest to highest) that they roll. The player with the lowest roll determines which side will move first.

Initial Missile Phase

1. Side A takes any initial missile fire to which it is entitled, and removes killed figures.
2. Side B takes any initial missile fire to which it is entitled, and removes killed figures.

Only missile-firing units that can fire two or more volleys per turn are allowed to fire during this phase.

Only one volley can be launched from any one unit during this phase.

Rally Phase

1. Side A attempts to rally any routed forces or give orders to mobs.
2. Side B attempts to rally any routed forces or give orders to mobs.

Movement Phase

1. Side A chooses which side will move its forces first.
2. The first side moves any or all of its forces, that are eligible to move, and takes eligible split-move-fire. Then the second side takes any pass-through fire to which it is entitled.
3. The second side moves, takes split move and fire, and then the first side takes pass-through fire as eligible.

(See notes in the Movement section.)

Missile and Magic Phase

1. *Side A uses any magic available. Remove Casualties*
2. *Side B uses any magic available. Remove Casualties*
3. Side A fires any remaining available missiles. Remove Casualties
4. Side B fires any remaining available missiles. Remove Casualties
5. Side A fires artillery weapons. Remove Casualties
6. Side B fires artillery weapons. Remove Casualties

Melee Phase

Individual Combat

Individual figures in base to base contact conduct 3 normal AD&D combat melee rounds for each game turn.

Unit Combat

Side A chooses the order in which all other melee combat will be resolved. All combat involving one unit or opponent must be resolved before moving on to the next combat. Melee is considered simultaneous, so figures which are eliminated in melee still can fight in that game turn.

Counters, Scale and Unit Organization

Armor Class

Armor class is one of the most fundamental concepts in miniatures and fantasy gaming. It represents the quality and strength of a figure's armor, *and might include adjustments for the dexterity of the character/figure.*

In medieval historical and fantasy battles, units with a wide range of equipment and training can be found. Light troops, conscripted from the general populace, are armed with makeshift weapons and little or no armor. Generally speaking, the better trained troops have better equipment. This is reflected in these rules by categorizing the unit types by their armor class. Troops with better armor are assumed to be better trained.

In these rules, there are 4 Armor Classes; Light, Medium, Heavy and Armored. The table below summarizes the meaning and compares them to AD&D armor classes.

Armor Classes

Class	Description	<i>Equivalent AD&D 1st/2nd Edition AC</i>	<i>Equivalent AD&D 3rd/4th Edition AC</i>
Light	Padded armor, Leather Armor, or No Armor. Town Militias and Skirmishers might be expected to wear this type of armor.	<i>AC 10, 9, 8</i>	<i>AC 10, 11, 12</i>
Medium	Studded Leather, Scale Mail, Brigandine	<i>AC 7, 6</i>	<i>AC 13, 14</i>
Heavy	Chainmail, Ringmail, Banded or Splint Mail	<i>AC 5, 4, 3</i>	<i>AC 15, 16, 17</i>
Armored	Full or Field Plate Armor	<i>AC 2, 1, 0</i>	<i>AC 18, 19, 20</i>

Determine Armor Class for a unit based on the armor that the majority of the figures in given unit actually have.

Formations

A formation is the manner in which troops are deployed. There are 4 formations in which units can be: Closed, Open, Skirmish, or Mob.

Unit Formations

Attribute	Closed	Open	Skirmish	Mob
Number of Figures at Start of Battle:	4-48	4-48	1-24	12-96
Base Separation: Figures are ...	in base to base contact	1/2 inch apart, or as close as the stands will allow	at least 1 inch apart (As bases will allow)	in irregular base to base contact, approximately square formation
Can be Broken into Subunits:	No	No	Yes	No
Figures are moved...	together	together	independently. Can "pass through" other friendly skirmishing units.	together
Remove Casualties...	from rear	from where they occur, and pay 1" per figure of movement cost to replace	Remove casualties from where they occur, and don't automatically fill gaps	from rear
Can change formation...	to Open , at a cost of 1/3 of unit's movement rate	to Closed , at a cost of 1/3 of unit's movement rate, or to Skirmish , at a cost of 1/3 of unit's movement rate	to Open formation at a cost of 1/3 of unit's movement rate IF all figure bases are within 1 inch of each other in an ordered rectangle	Cannot change formation
Other	Formation must be as close to a rectangle as bases will allow		Cannot be in base to base contact with enemy in Closed, Open or Mob formation (if it happens, the skirmishing unit must make a fighting withdrawal or flee at first opportunity) <i>This restriction does not apply inside the walls of a castle.</i>	Must pass MC during rally phase to follow an order
				Follows last order until new successful order or until it fails a morale check
			Morale Check required when friendly unit w/in normal movement routs	Mobs are always considered light foot, no matter what actual armor the figures have.

Ground Scale

1 inch on the table = 10 yards

For magic spells with areas of affect given in inches, the dimensions should of the area of effect should be reduced to 1/3. For example, "3 in. Diameter" should be interpreted as 1 inch diameter. If area of effect is stated in feet or yards, use the standard conversion of 10 yards = 1". Ranges remain as stated.

Counter Ratios

Creature Hit Die	Creatures / Figure Ratio	Number of Attack Dice Foot / Cavalry	"Attacked With" Dice
1-3+	10:1	1 / 2	Per Armor Class
4-6+	5:1	2 / 3	Per Armor Class + 2 Classes
7-9+	2:1	3 / 4	Per Armor Class +4 Classes
PC or 10+	1:1	1	Per Armor Class

The variable Creatures/Figure Ratio compensates somewhat for not having an unlimited number of die sizes. See the Melee Combat section for more details.

Morale, Discipline and Command

Morale

Each unit has a base Morale Rating (MR). The initial base Morale Rating for all units is **8**. Adjust that for the following factors, and record the base Morale Rating for each unit.

Permanent Morale Modifiers

Demi-humans (Elves, Dwarves, Halflings, Gnomes, etc)	+1
Unit starts with 5 or fewer figures	-2
Unit starts with 6 to 10 figures	-1
Unit is Heavy	+1
Unit is Armored	+2
Unit is mounted	+1
Unit has missile capabilities	+1
<i>Creatures have 1/2 HD or less</i>	<i>-2</i>
<i>Creatures have more than 1/2 HD but less than 1 HD</i>	<i>-1</i>
<i>Creatures have 4 to 8 + HD (Hill Giants)</i>	<i>+2</i>
<i>Creatures have 9 to 14 + HD (Cloud Giants, Fire Giants, Frost Giants, Stone Giants)</i>	<i>+3</i>
<i>Creatures have more than 14+ HD (Storm Giants)</i>	<i>+5</i>
<i>Unit has magic equipment</i>	<i>+1</i>
<i>Creatures with one or more Special Abilities*</i>	<i>+1</i>
<i>Creatures with one or more Exceptional Abilities*</i>	<i>+1</i>

Units must make a Morale Check (MC) whenever an event in the "**When to Check Morale**" table occurs. A single attack that causes 2 or more conditions only calls for one MC, but separate attacks on the same unit in the same turn might call for more than one MC in the same turn.

When to Check Morale.

See the "**When to Check Morale**" table in the Tables appendix. Before rolling for the MC, determine the unit's Current Morale by making the adjustments in the "**Situational Morale Factors**" table in the Tables appendix. **The adjustments affect the Current Morale Rating of the unit, not the die roll.**

How to Check Morale:

When a morale check is required, the player controlling the unit rolls 2d10. If the result is *equal to or less than* the current morale of the unit, the check is successful.

With a successful MC, no adverse effect occurs. If a unit in Closed formation fails a MC, it breaks into Open formation. A unit in Open, Skirmish or Mob formation fails a MC, it Routs.

Discipline

Each unit has a Discipline Rating (DR) as well as a Morale Rating.

Adjust the base MR of a unit to determine the base DR for the unit, according to the following table.

Discipline Modifiers

<i>Unit has Low or lower intelligence (Ogres, Trolls, Hill Giants)</i>	<i>-1</i>
<i>Unit has High or higher intelligence (Elves, Storm Giants)</i>	<i>+1</i>
<i>Unit is of Chaotic alignment (Elves, Gnolls, Ogres, Trolls, Hill Giants, Frost Giants, Storm Giants)</i>	<i>-1</i>
<i>Unit is of Lawful alignment (Dwarves, Gnomes, Halflings, Kobolds, Goblins, Orcs, Hobgoblins, Fire Giants)</i>	<i>+1</i>

Discipline is checked under the circumstances detailed in the "**When to Check Discipline**" table in the tables appendix:

If a unit fails its discipline check, the unit attacks and/or charges the enemy regardless of the desires of the commander. If the unit was in Closed formation, it goes immediately into Open formation.

The (undisciplined) unit continues its attack until:

- It is routed
- The enemy unit is routed
- The enemy unit is defeated (destroyed)

The unit commander cannot reassert command until the unit completes its attack, and afterwards successfully rallies.

Command

All non-mob units have an intrinsic commander, without the need for a special figure to denote the leader. That commander can give orders and rally the unit. However, if there IS a special 'leader' figure, that figure can either be counted as a full normal figure, and will be the last to fall, or it can be counted as a hero.

Heroes

- Act as normal full figures in combat, (think 10th level fighter), but don't count toward unit strength for purpose of Morale Checks.
- Can only be engaged by 1 normal (10:1) figure at a time.
- If fired upon by archers, (1 figure), the attacker must roll 1's on two dice to kill the hero.
- Heroes have a Command Radius and a Command Rating.
 - The Command Rating (usually from +1 to +3) acts a bonus to Morale Checks for units that the hero is fighting with.
 - The Command Radius is the distance in inches over which the hero can exert his influence. In order to command or rally a unit, the ENTIRE unit must be within his command radius. Command Radius is the (Command Rating x 3) + 6.
- Heroes can give orders to Mobs within their Command Radius.
- If fighting as part of a unit, they are the last figure to fall. (If there is any cover and concealment nearby, they can possibly escape and evade. This is situationally dependent. Ask DM for details.)
- If the unit they are fighting with is routed, they may choose to rout with the unit (and maybe rally them) or stand and fight, or try to escape and evade.
- Heroes never have to check morale. That's why they're heroes.

Rallying

All rally attempts are made in the rally phase, and are done in order of initiative.

A unit can attempt to be rallied by his intrinsic unit commander or by a hero, but not both.

To make a rally attempt, make a Morale Check, along with all appropriate modifiers, and if the Morale Check succeeds, the unit is rallied.

Success

If a unit is successfully rallied, they may immediately change facing. In the next Movement phase (of the current game turn), they may change formation, but they may not move. They may not fire missiles, and they may not attack another unit, though they may defend.

In other words, a unit that is rallied during the rally phase of a given game turn can perform only defensive actions, not offensive actions.

Failure

If the unit fails its rally check, it continues to rout. If it is attacked while routing, or if it must make another MC during the Melee Phase, it takes any damage and immediately routs again, moving its full movement away from the enemy. This is the one exception to only moving once during a game turn.

Giving orders to a mob

An eligible hero can attempt to give orders to a mob during this phase. Roll a Morale Check, and if it succeeds, the mob will accept an order for that game turn.

Movement

Formations were described previously.

Pre-measuring movement is not allowed. Players should declare their intent for movement for each unit, (if it's not obvious), and THEN bring out the measuring tape to move the unit.

Changing formation (voluntarily) costs a unit 1/3 of its movement rate.

Movement stops when a unit contacts another unit.

Changing Direction

90 deg. face change costs 1/3 movement. This is to execute a left-face or a right face.

About face costs 1/2 movement. This reverses the direction of the unit

Wheeling costs the actual distance of the outside edge of the wheel.

Changing Frontage

Cost is 1" per figure of difference changed. *Remember, though, that units in closed formation must maintain as close to a rectangle as allowed by the stands. If the unit becomes non-rectangular as a result of changing frontage, it is considered in Open formation.*

Wrap-Around

If unit begins its movement phase in base-to-base contact with an enemy unit, it can attempt to "wrap-around" the enemy unit. It does so by expanding its frontage and wheeling the ends around the enemy unit. At the end of the following melee phase, the unit is considered to be in Open Formation. In other words, the enveloping unit gets to fight one turn in closed formation, but in following turns, they are in open formation.

Units which are facing enemies on two or more sides while engaged in melee can face part of their unit toward the enemy on the turn FOLLOWING their envelopment, and remain in closed formation. So, a unit which executes a wraparound or flanking movement will get at least one turn of flanking bonus. If there aren't at least two stands of defenders, this will not be possible.

Fighting Withdrawal

Unit moves 3" backward, away from the enemy unit. It remains facing the enemy.

The enemy unit has the immediate option to stay in place or advance 3" and stay in contact with the withdrawing unit. It may do so even if it has used its entire movement allowance for that game turn. If the enemy unit consists of creatures of chaotic alignment or low intelligence, it must make a discipline check to remain in place.

Forced March

Unit moves 1 1/2 times its normal movement rate.

Morale Check (MC) at the end of the move. If MC fails, unit drops to lesser armor class (Armored to Heavy, Heavy to Medium, etc). Light units which fail the MC cannot attack or defend until they recover. The penalty is cumulative for each turn spent forced marching. The penalty stays in place until the unit spends one entire turn doing absolutely nothing (not moving, attacking or defending) for each class by which the unit was lowered.

Charge

Requirements to charge:

- Unit is at least 2/3 of its movement rate away from the target unit.
- Unit is in Closed, Open or Mob formation.
- Target unit must be in the forward arc (visible) of the charging unit at the beginning of the charge.

Charging units can move up to 1 1/3 of their normal movement rates.

The last 2/3 of the charge must be in a straight line.

Notes on melee at the end of the charge

Units gain extra dice in their first attack roll following the charge. For every 2 attacking figures, (2^d, 4th, 6th, 8th, etc.) they gain an additional die.

Breakthrough: If a charging unit eliminates all figures it first contacts, and still has "kill rolls" left over, it breaks through, and continues to the extent of the charge movement rate, or until it contacts other enemy. It then eliminates the number of enemy figures that it had in extra kills. If the second group of enemy were of higher armor class than the unit that was broken through, the attacker must re-roll the number of kill dice to see if they kill the heavier troops.

Example 1: A unit of Heavy Cavalry 6 figures wide charges into a unit of Medium Infantry that is 10 figures wide by two ranks deep. Since the Cav rolls 2dice / figure they manage to make 10 kills. They break through after killing 7 figures in the front rank. They advance to the back rank, and kill 3 figures there.

Example 2: A unit of Heavy Cavalry 6 figures wide charges into a unit of Medium Infantry that is 10 figures wide by one rank deep. Since the Cav rolls 2dice / figure they manage to make 10 kills. They break through after killing 7 figures in the first unit. They advance 4 inches and encounter a unit of Heavy Infantry. Since these opponents are a higher AC, the attacker rolls 3 dice to determine how many are killed in the Heavy unit.

If a unit in closed formation fails to end its charge in base to base contact with an enemy unit, it breaks into open formation. If a unit in open or mob formation fails to end its charge in base to base contact with an enemy unit, it suffers a -3 to current morale for the remainder of the game turn.

Routing

If a unit in Open, Skirmish, or Mob formation fails a MC, it routs.

A routing unit immediately moves away from the unit causing the morale check 1 1/3 its movement rate, preferably towards its own lines.

If a routing unit comes into contact with a friendly unit in good order, the friendly unit must make a MC. If that unit routs, it routs ahead of the originally routing unit. If not, the originally routing unit "breaks around" the other friendly unit, reforms on the other side, and continues on its way.

The owning player may attempt to rally routing units in the rally phase. If the check fails, the unit continues to rout.

If a routing unit leaves the play area, they are removed from the game.

Pass-through Fire

Missile troops with at least one remaining volley available can take Pass-Through Fire during the enemy movement phase.

In the event that a moving unit is taking a split move and fire, and is fired upon by another unit taking pass-through fire, the non-moving unit should declare at what point on the ground they are taking the pass-through. The moving unit then declares where they will fire from along the route of march. If they are not in the same place, determine combat results in the chronological order that they happen. If they are in the same place, the pass-through fire happens first.

Terrain

See "**Terrain Effects on Movement Chart**" in the Tables appendix.

Re: Obstacles: Penalties are taken when the first figure in the unit hits the obstacle.

Example 1: A column of heavy Halberdiers, who would normally have a 9" movement rate, encounter a stream 4 inches into their move. They deduct 3" from their rate, and continue on another 2 inches.

Example 2: A column of heavy Halberdiers, who would normally have a 9" movement rate, encounter a stream 8 inches into their move. They stop at the near side of the stream. The following turn, they deduct 2" from their rate, and continue on another 7 inches.

Melee

Basic Melee Procedure

Units in base to base contact will engage in melee combat. If all figures are on line with an equal frontage, then all figures on both sides are eligible to attack. If one line is longer than the other, then the longer line will be able to attack with up to **one** more figure than the shorter line.

When a unit attacks, determine the type/size of dice to roll by the defender's armor class, according to the following table.

Size of Dice Per Armor Class

Defender's Armor Class	Size of Dice
Light	4-sided (d4)
Medium	6-sided (d6)
Heavy	8-sided (d8)
Armored	10-sided (d10)
+1	12-sided (d12)
+2	16-sided (2d4, 2 kills)*
+3	20-sided (d20)

Roll the number of dice equal to the number of eligible attackers. Cavalry units roll 1 extra die per attacking

figure. Adjust the number of dice according to the "**Attack Modifiers for Melee Combat**" table in the Tables appendix:

No matter how many deductions are required, the attacking unit will always roll at least 1 die.

Units armed with Pikes can attack from two ranks deep, but the Pike is the only polearm that gives this advantage. (Remember the figure scale, which implies that each figure represents 3 ranks of 3 people plus one.)

Fantasy Creatures with multiple Hit Dice require some tweaking to the Armor Classes. As delineated in the Counter Ratio Table, higher level creatures will have their counter ratios and the size of dice modified.

Example 1: Ogres are 4HD creatures, so their Creature/Figure Ratio is 5:1. That is to say, 1 figure represents 5 ogres instead of the normal 10. They attack with 2 dice each. They are Armor Class 5 (15), which is Heavy in these rules, so to compensate for them being tougher to kill than a human, we bump their armor class by 2, (which puts them on the +1 row). Therefore, when attacking ogres, a 12-sided die would be used.

Example 2: Hill giants are 8HD creatures, so we use a counter ratio of 2:1, meaning that 1 figure represents 2 giants. They attack with 3 dice, and get a 4-class bump. With an AC of 4(16), they are Heavy, bumped up to +3 on the table, so they are attacked with a 20-sided die.

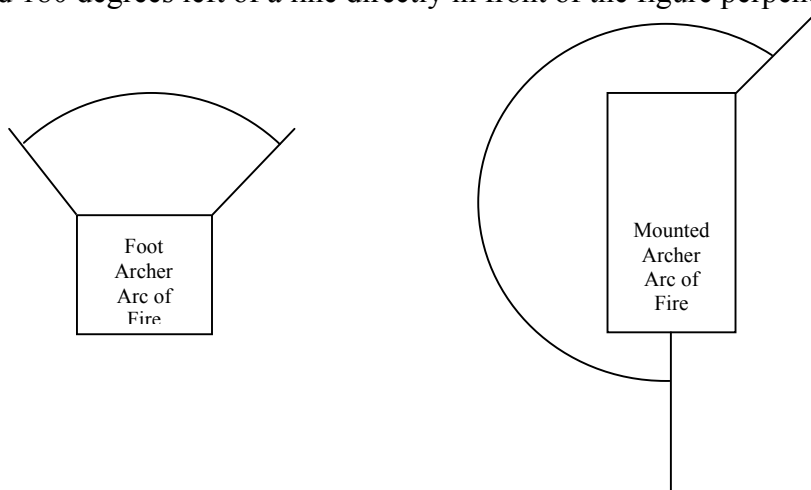
** There is no such thing as a 16-sided die, (excepting, of course, a computer-based die-roller) but since the only significant roll in these rules is a 1, a d16 can be simulated by "snake-eyes" on 2d4. CAUTION: Don't just double the number of dice to be thrown, and throw them all together, If you have to roll d16s, you must roll 1 "pair" at a time, or the odds will be seriously out of whack.*

Missiles and Artillery

Missile fire is rolled much like melee attacks, with (usually) 1 die per figure firing. Mounted units firing missile weapons roll 1 die per attacking figure.

Arc of Fire

A foot figure using missile fire must be able to trace a line of sight to its intended target within 45 degrees of a line directly in front of the figure perpendicular to the front of the figure base. The arc for mounted archers is 45 degrees right and 180 degrees left of a line directly in front of the figure perpendicular to the front of the figure base.



Only those figures within a firing unit that can trace the line of sight can fire at the enemy unit.

If only part of the enemy unit can be seen, then all casualties must come from those figures visible to the firing unit. If more losses are called for by the combat results than can be seen, ignore the remaining losses.

Short bows and long bows (but not crossbows) in Closed or Open Formation can fire from two ranks. Crossbowmen can only fire from the front rank.

Range for missile fire is measured from the farthest firing figure to the nearest target figure. Players can elect to use fewer archers to fire in order to achieve a shorter range, but the unit fires as a unit. It cannot split its fire.

Missile Fire Modifiers

See the "**Missile Fire Modifiers**" table for the penalties which are applied to Missile Fire rolls. Deduct the number in the table from the number of dice rolled.

No matter how many deductions are required by the table, the attacking unit will always roll at least 1 die.

Indirect fire

Archers and slingers can fire over intervening friendly troops. The intervening troops must be at least 3 inches in front of the firing troops, and at least 3 inches from the target. Any overhead cover, such as trees or roofs negate the effects of indirect fire.

Firing Phases

There are 3 opportunities per game turn to fire missiles.

Units with 2 or more shots per turn can fire a maximum of one of them in the Initial Missile Phase.

Units with at least 1 remaining shot can shoot a maximum of one shot in the Movement Phase as pass-through fire (or split move and fire). This can be taken at any point in the moving unit's movement.

All remaining missiles can be fired in the Missile and Magic Phase.

Ammunition

Hurled weapons such as spears, axes, and hammers have only one volley of ammunition. Javelineers have four. Other units are considered to have unlimited normal ammunition. *Magic ammunition is limited per scenario rules. Giants can carry up to 5 boulders to hurl.*

Firing into Melee

When firing into a melee, determine the final number of dice to be rolled, based on the number of firers and modified by the "**Missile Fire Modifiers**" table. Roll half the dice against each side in the melee, using the appropriate size dice for that side. If the number of dice rolled is odd, the extra die is rolled against the enemy unit.

Movement and Missile Fire

If a unit fires during a game turn, their movement is limited according to the "**Movement and Missile Fire**" table.

Units that fire in a game turn may not charge, with the exception of hand-hurled weapons (spears, axes, javelins, slings).

Artillery

Catapults and Ballistae are given aim points when they fire. Ballistae will always hit the mark, whereas catapults require an accuracy roll. When firing a catapult, use the templates in Appendix E to determine where the "did hit" point is. (Templates should be traced or photocopied onto a clear plastic sheet to make it

easier to see underneath it.)

Note: Ballistae firing at a vertical angle (such as from a castle wall to the ground below) will have a penetration distance of zero (0) inches. Their maximum kill is 1 figure.

Once the final landing point is determined, roll the damage dice for the weapon to determine the number of (potential) kills. Trace a line from the firing piece through the landing point and continue as far as its penetration distance for that weapon. The **penetration distance is equal to *half* the number of damage dice**. Any figure whose base touches that line (up to the number of kills rolled) is eliminated.

Magic

Magic can only be used in the Movement Phase (as pass-through fire or split move & fire) or in the Missiles and Magic Phase. Only spells with casting times of 5 segments or less can be used as pass-through fire.

For magic spells with areas of affect given in inches, the dimensions should of the area of effect should be reduced by 1/3. For example, "3 in. Diameter" should be interpreted as 1 inch diameter. If area of effect is stated in feet or yards, use the standard conversion of 10 yards = 1". Ranges remain as stated.

Clerics and Mages can be used as heroes in the game. They can be considered to be 10th Level, but each spell that they carry into battle must be paid for according to the Troop Costs table. Mages, of course, are LIGHT AC, and are attacked accordingly.

Troop Costs

When setting up a game, each player will be assigned a number of points to choose his army from. The basic costs are shown in the Table below:

Troop Costs

Troop Type	Cost per figure		Special Items	Additional Cost per figure
Armored Cavalry	10		Hand Axe, Sling, Javelin or Spear*	1
Heavy Cavalry	9		Long Bow or Short bow	3
Medium Cavalry	8		Crossbow	2
Light Cavalry	6		Ballista	18
Armored Foot	7		Light Catapult	24
Heavy Foot	6		Heavy Catapult	30
Medium Foot	5		Giant's Boulders	18
Light Foot	4		Pike	2
Mob	2		<i>Magic Spells</i>	<i>1 point per spell level</i>
Hero	x 2, +1 per Command Bonus			
<i>Elves</i>	<i>+1</i>			
<i>High Hit Die creatures</i>	<i>Per Armor Class +Attacked-with 'Bump'</i>			
<i>4 – 6 Hit Dice</i>	<i>Per Armor Class +2</i>			
<i>7 – 9 Hit Dice</i>	<i>Per Armor Class +4</i>			
<i>10 and higher</i>	<i>Per Armor Class</i>			

* Only if the spear is NOT the figure's primary melee weapon. If it is, there is no extra charge, but then the figure cannot throw it.

Appendix A: Tables

Sequence of Play

Initiative Phase
Initial Missile Phase
Rally Phase
Movement Phase
Missile and Magic Phase
Melee Phase
End of Game Turn Phase

Movement Rates

Troop Type	Normal Move
Armored Cavalry	12
Heavy Cavalry	15
Medium Cavalry	18
Light Cavalry	24
Armored Foot	6
Heavy Foot	9
Medium Foot	12
Light Foot	12
Halflings	8
Dwarves, Goblins, etc	6

Movement and Missile Fire

Missile Weapon	Movement Restriction
Thrown Weapons / Slings	Fire once and 1/3 movement penalty
Crossbows	Either move or shoot
Archers	Fire twice and not move, fire once and 1/2 movement penalty
Mounted Archers	Fire twice and not move, fire once and full movement
Mounted Crossbows	Fire once and 1/2 movement penalty

Attack Modifiers for Melee Combat

Attacker is in open, mob or skirmish formation	-1
Defender is in open, mob or skirmish formation	+1
Defender occupies higher ground	-1
Defender in building or directly behind wall	-2
Attacker is charging;	+1 / 2 figs
Flank Attack	+2
Rear Attack	+3

Missile Fire Ranges

Missile Weapon	ROF	Min	Shrt	Med	Long	Dam Dice per figure
Hand Axe	1	0	1	2	3	1
Sling	1	0	.5	1	2	1
Javelin	1	0	2	4	6	1
Spear	1	0	1	2	3	1
Short Bow	2	0	5	10	15	1
Long Bow	2	0	7	14	21	1
Light Crossbow	1	0	6	12	18	1
Heavy Crossbow	1/2	0	8	16	24	2
Ballista	1	0	11	22	32	3
Light Catapult	1/2	15	20	25	30	4
Heavy Catapult	1/2	18	24	30	36	5
Giant / Boulder	1	0	10	15	20	4

Missile Fire Modifiers.

Target is at Short Range	0
Target is at Medium Range	-1
Target is at Long Range	-2
Target is in open or skirmish formation	-1
Target is in woods (even the edge) or behind hedge.	-2
Target is behind wall, or in Shield Wall formation	-3
Target is in building	-5
Missile-using troops are mounted	-1
Missile-using troops are using Indirect Fire	-1

Adjustments are made to the **number of dice rolled in the attack**. If the number of dice is adjusted below 1 then the attacker can roll at least 1 die. This applies to missile and melee combat.

*See Missile Fire Modifiers Table for Adjustments

Fate of Hero in Eliminated Unit. (Roll 1d10)

Die Result	Character's Fate
1	Character is killed and body is lost
2-3	Character is killed and body lies on the field
4-7	Character is badly wounded (1-6 hp remaining)
8-0	Character is unwounded but unconscious for 5-10 AD&D or D&D game turns.

When to Check Morale.

Immediately after the unit has lost 25 % of its original figures.
Immediately after the unit has lost 50 % of its original figures.
Each time a figure is lost from a unit after that unit has lost 50% of its original figures.
A figure is Light AC, and any friendly unit or figure within its base ground movement rate Routs.
A hero within Command Radius is killed.
Whenever magic or scenario rules require.
The unit is in base-to-base contact with undead or level draining creatures at the end of a Melee Phase.
Each time a figure is removed by magic.
The unit is touching a creature it cannot harm (affected only by magical weapons, etc.) at the end of a Melee Phase.

Situational Morale Factors.

At least 50 % of unit has been lost	-2
At least 75 % of unit has been lost	-4
An enemy unit is in base-to-base contact with the rear of the unit	-2
The unit is in Open or Mob Formation, Charged during the current Game turn, and failed to end its move in base-to-base contact with an enemy figure or figures	-3
The unit is in Closed Formation	+1
The unit is a Mob and a friendly regular infantry unit is directly behind it and no more than 6 " away	+2
Command Bonus of Hero within Command Radius	
The Morale Check is because a figure was removed by magic	-1
The unit is in base-to-base contact with undead	-1
Any figure in the unit is in base-to-base contact with a creature that drains levels, or with a creature it cannot possibly harm (hit only by magic weapons, etc.)	-2

Morale adjustments are made to the unit's **Current** Morale Rating.

When to Check Discipline.

The unit is a Mob or is made of berserker-type troops, and it sees any opponent within its charge range at the beginning of its Movement Phase.
The unit sees a "hated" opponent within its charge range at the beginning of its Movement Phase.
The unit is of chaotic alignment or low intelligence, and an enemy makes a Fighting Withdrawal (see FIGHTING WITHDRAWAL) or Flees (see ENDING A MELEE) while engaged with the unit.
The unit is of chaotic alignment or low intelligence, and the unit is ordered to charge in Closed Formation.

Terrain Effects on Movement.

CLEAR TERRAIN: Full normal movement.
ROAD: Bonus Of 1/3 to normal movement. To use a road, the entire unit must be on the road, and the unit must stay on the road for the entire move.
WOODS: Penalty Of 1/3 to normal movement. Woodland creatures (elves, halflings, treants, sylphs, etc.) ignore this penalty. No unit can ever be in closed formation in the woods.
OBSTACLES (streams, walls, fences, gullies, etc.): Penalty of 1/3 to normal movement, no charge possible through obstacles. A unit in closed formation goes immediately to open formation when crossing an obstacle, but there is no movement penalty for this change of formation. Dwarves and small creatures suffer 2/3 penalty for vertical obstacles like walls, fences, etc.
ELEVATION: Penalty of 1/3 of a unit's movement rate to move up 10 feet of elevation (hill, etc.). Dwarves, hill giants, and other mountain-bred creatures ignore this penalty. Units may not charge uphill.
ROUGH TERRAIN: Penalty of 1/2 a unit's movement rate. Dwarves, hill giants, and other mountain-bred creatures ignore this penalty. Units cannot be in closed formation in rough terrain.
SWAMPS: Penalty Of 1/2 to normal movement. Lizard men, sahuagin, lacedons, and other swamp inhabitants ignore this penalty. Units cannot be in closed formation in swamps.
RIVERS, PONDS, LAKES: Units can never enter these terrain features unless entirely made of aquatic or amphibious creatures. Such creatures move their full normal movement rate in water. Units cannot be in closed formation in water.

Effect of Weather Conditions.

FOG: Visibility limited to 12".
HEAVY FOG: Visibility limited to 6"
RAIN: Visibility limited to 24"; all missile attacks lose 1 die
DOWNPOUR: Visibility limited to 12"; all missile attacks lose 2 dice.
HAILSTORM: Visibility limited to 9"; missile attacks impossible.
GALE: All missile attacks lose 3 dice.
STORM: Visibility limited to 24"; all missile attacks impossible.
HURRICANE/TYPHOON: Visibility limited to 12"; all missile attacks impossible; all non-magic weapons lose 2 dice; movement penalty of 3/4.
SNOW: Visibility limited to 18"; all missile attacks lose 2 dice; movement penalty of 1/3.
HEAVY SNOW: Visibility limited to 9"; all missile attacks impossible; movement penalty of 2/3.

Army Planning Sheet: Army Name _____

Units

Unit Name	Unit Type (Armd/Hvy/ Med/Lt Foot/ Cav)	Fig Ratio	Race	Move	Missile Range ROF M / S / M / L	Base Morale / Discipline	Cost per Fig	Numb er of Figs	Unit Cost	# of Attack Dice / figure	Die Size attacked with
					/ / /	/					
					/ / /	/					
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TOTAL TROOPS COST											

Heroes

Hero Name	Mounted?	3rd Ed. D&D AC	AC (Lt, Md, Hvy, Ar)	Attack (to hit) Bonus	Damage	Hit Points	Cmd Bonus	Cmd Radius	Spell Cost	Cost
	—									
	—									
	—									
	—									
	—									
	—									
	—									
	—									
	—									
<i>TOTAL HERO COST:</i>										

TOTAL ARMY COST: (TOTAL TROOPS COST + TOTAL HERO COST) _____

Command Radius = Command Bonus x 3 +6 inches

Appendix C: Fantastic Creatures

Elves:

Cost is +1 per figure.

Elves suffer no movement penalty in woods.

LIGHT elves can become invisible in woods, and move at 1/2 normal movement rate.

Elves' discipline rating is equal to their morale rating.

Dwarves

Dwarves suffer no movement penalty for hills or rough terrain, but twice the penalty for vertical obstacles like walls and fences.

Dwarves' discipline rating is equal to their morale rating + 1.

Halflings

Halflings suffer twice the movement penalty for vertical obstacles.

Medium or light hobbits in skirmish formation can be invisible in a open terrain or woods if motionless.

Goblins, Kobolds

Goblins and Kobolds suffer twice the movement penalty for vertical obstacles, but no penalty for rough terrain.

Goblins' and Kobolds' discipline rating is equal to their morale rating +1.

Ogres

Ogres suffer no movement penalty for vertical obstacles.

Ogres' discipline rating is equal to their morale rating -2.

Trolls

Trolls suffer no movement penalty for vertical obstacles.

Any troll figure not burned within 3 turns of being killed will come back to life. Burning a troll figure takes 3 figures 1 turn.

Trolls' discipline rating is equal to their morale rating -2.

Giants

Giants suffer no movement penalty for vertical obstacles.

Hill Giants' discipline rating is equal to their morale rating -2.

Fire Giants' discipline rating is equal to their morale rating +1.

Frost Giants' discipline rating is equal to their morale rating -1.

Stone Giants' discipline rating is equal to their morale rating.

Storm Giants' discipline rating is equal to their morale rating +2.

Skeletons

Skeletons never check morale, and edged weapons do half damage against them. (Half the number of dice)

Skeletons are always a mob

Lizard-men

Lizard-men suffer no movement penalty for water obstacles or swampy terrain.

Appendix D: Siege and Town Rules

Villages and Towns

Fighting in villages:

Normal formation rules apply in villages. Space considerations may force one side or another to shift into open or skirmish formation.

Village buildings can be defended by up to 2 figures per small building or 4 figures per big building. This can be via missile fire or melee. Defenders in buildings are considered in closed formation, unless they break. If they break into open formation and then lose a morale check, they must flee(rout) if they can. If they cannot flee, they will cower and not defend themselves.

Large buildings can be attacked by up to 8 figures, and small ones by up to 4. Attackers are always considered in open formation when attacking a building.

Burning village buildings:

Two figures in base contact with a building that are not being attacked and have taken no other action that turn (including movement) can set fire to a building by rolling 1-6 on a d10. If the figures are attacked in any way, they must defend themselves and cannot light the fires.

A building will burn to the ground 3 turns after being lit. (For Example, a figure moves into contact with a building on turn 5. It lights the fire on turn 6. At the end of turn 9, the building is gone, if the fire is not put out.)

Three figures can put OUT a fire with a 1-5 on a d10, if those figures are not attacked. If the fire has progressed to the last turn of burning, the fire cannot be put out. In the example above, if fire-dousers arrive on turn 7, and spend turn 8 dousing (successful roll), the building is saved, but if they missed the roll on turn 8, they would be too late to save the building.

Castles

Formations

Fighting can take place almost anywhere in a castle. A unit that is located where they can form a proper rectangle can enter closed formation. Any unit that cannot form a rectangle will be considered in skirmish formation. However, within the castle walls, skirmish units are exempt from the restriction against being in base to base contact with enemies in closed formation.

Defenders of a castle are give a +4 to morale.

If forced to take a morale check, only members of the unit within 4 inches of the 'event' that caused the need to check, and they each check individually. This could cause a 'ripple' effect, since skirmish units have to check morale if nearby friendly units rout.

Targets and Defense Values

<u>Target</u>	<u>Point Value of Defense</u>
Bastions and Round Towers	41-60 (40+d20)
Gatehouses, Square Towers and Gates	33-45 (29+4d4)
Curtain Walls and Stone Buildings	28-40 (24+4d4)
Ramparts and Earth-filled Gabions	21-30 (20 + 1d10)
Wooden Structures and Palisades	4-16 (4d4)
Siege Towers	7
Heavy Catapults	5
Light Catapults	3
Ballistae	2

Siege Weapons Attack Values

<u>Attacking Siege Weapon</u>	<u>Value of Attack</u>
Heavy Catapult	3
Light Catapult	2
Covered Ram	2
<i>Horn of Blasting</i>	<i>12</i>
<i>Earth Elemental</i>	<i>4</i>
<i>Lightning Bolt</i>	<i>1/4 per die of damage</i>

Siege Towers

Towers will accommodate 6 (man-sized) figures on the top (assault) deck, and 6 more on the ready deck. Each turn, up to 6 figures can be moved from the ready deck to the top deck, and up to 6 from the ground to the ready deck. Figures cannot move directly to the top deck.

Towers can be moved 1" / turn per two figures pushing, with a maximum of 6" / turn, if they are empty. If any figures are inside, movement is halved, i.e. max of 3" per turn with 12 figures pushing.

Once moved against the castle wall, the tower's drawbridge can open, and any figures that were already on the top deck can move, subject to enemy engagement.

Ladders

One figure can carry a ladder at 1/2 movement, and two can carry one with no penalty. Up to three figures can scale a ladder during one turn, but the figure on top will have to fight his way onto the wall.

If the defending troops kill any figures on top of the ladder, they can push the ladder away on a roll of 5-6 on a d6. If that roll is successful, the second figure is subject to a 3 dice "attack" from the great fall, and the third figure is subject to a 1 die "attack" from the short fall.

Armored troops can not climb ladders.

Boiling Oil

When poured from the top of a castle wall (during the Missile and Magic Phase), flaming oil will sweep a 2" wide path downward, and form a puddle 4" wide by 3" deep, killing all figures within it.

It will burn for 3 turns, preventing any troops from entering the area.

Any wooden structure (like a siege tower) struck by flaming oil will start to burn immediately, and will burn to the ground in 5 turns.

Locations and number of the pots of oil will determined by the umpire, but must be some place that can hold it.

Once placed, they cannot be moved.

It takes 2 figures to tilt the pot, and they will be exposed to pass-through fire from the besiegers.

If one of them is killed, a d6 determines the results:

Die Roll	Result
1	Attempt to toss oil over the wall is successful anyway
2-3	Oil spills on ramparts, and flows in the direction of the dead man. Umpire will adjudicate the flow.
4-6	Cauldron dropped with no effect. It can still be used, if properly manned.

If **both** of the cauldron-tippers are killed while trying to tip it, then the die results are as follows:

Die Roll	Result
1-4	See 2-3 above
5-6	See 4-6 above

Breeches

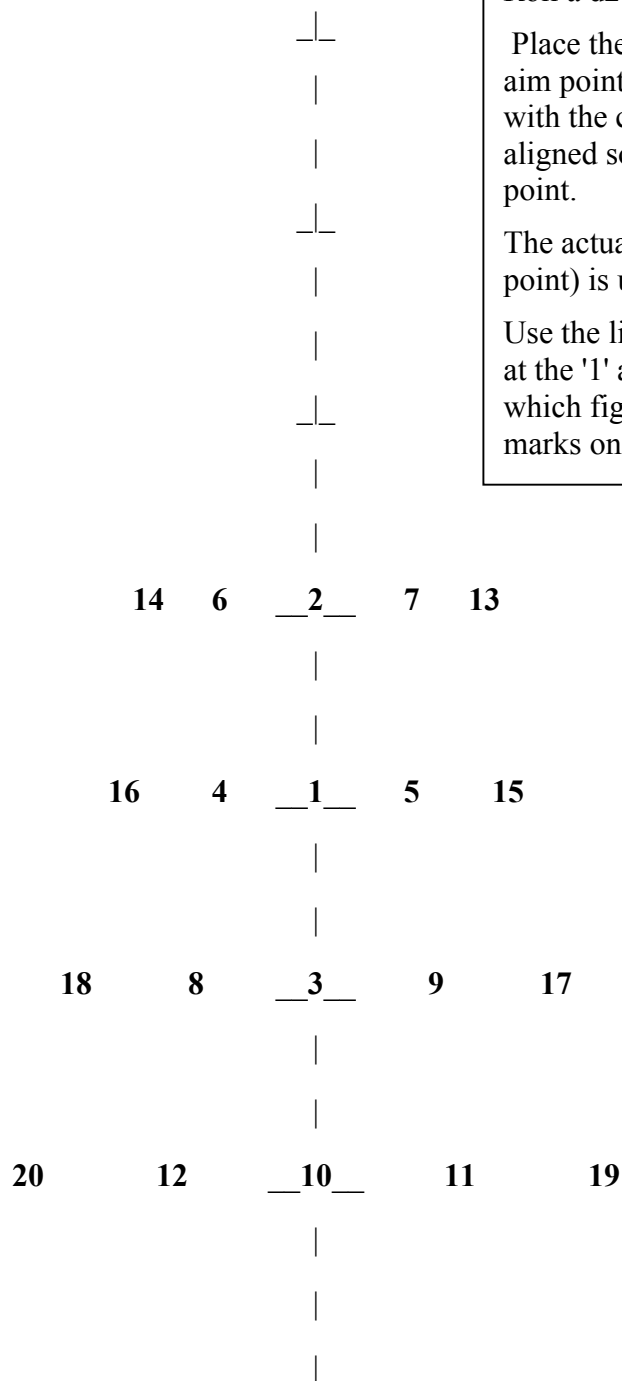
If attacking devices manage to destroy a section of a fortification, a breach is formed 4" wide, or the general width of a construction such as a tower or gate.

Attackers move through such openings at Rough Terrain movement speed.

Appendix E: Catapult Accuracy Templates

Trace or photocopy these templates onto clear plastic for easiest use.

Short range template:



Usage Instructions:

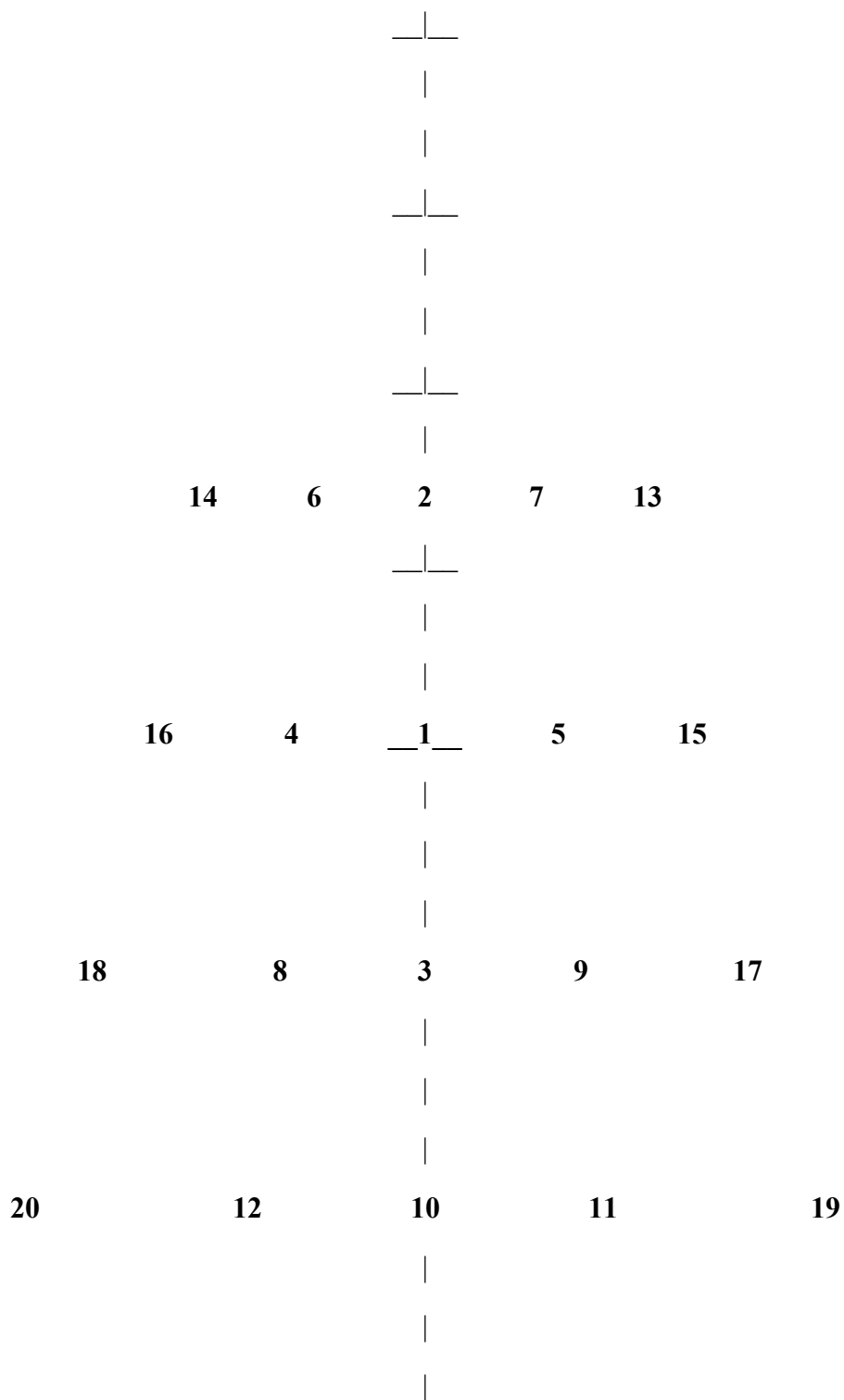
Roll a d20.

Place the number rolled over the aim point, (or "should hit" point), with the center line of the template aligned so as to intersect the firing point.

The actual hit location (the "did hit" point) is under the '1'.

Use the line on the template starting at the '1' and going 'up' to determine which figures are affected. (The tick marks on the line are 1 inch apart.)

Medium range template:



Long range template:

